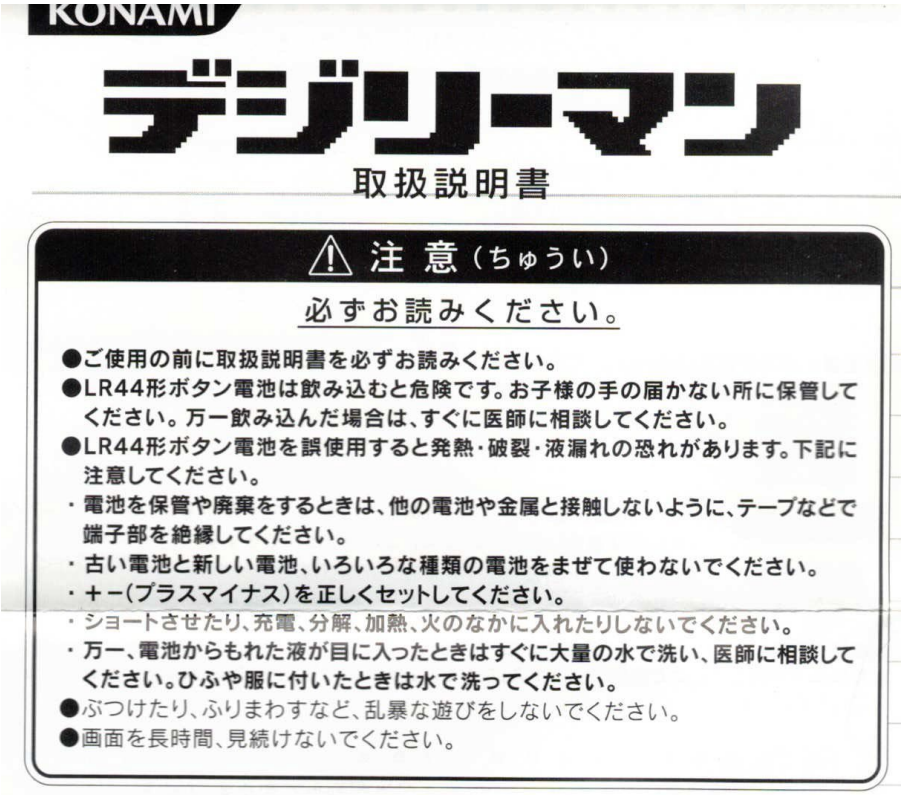

KONAMI

デジタルーマン

取扱説明書

⚠ 注 意（ちゅうい）

必ずお読みください。

●ご使用の前に取扱説明書を必ずお読みください。
●LR44形ボタン電池は飲み込むと危険です。お子様の手の届かない所に保管してください。万一飲み込んだ場合は、すぐに医師に相談してください。
●LR44形ボタン電池を誤使用すると発熱・破裂・液漏れの恐れがあります。下記に注意してください。
・電池を保管や廃棄をするときは、他の電池や金属と接触しないように、テープなどで端子部を絶縁してください。
・古い電池と新しい電池、いろいろな種類の電池をまぜて使わないでください。
・＋－（プラスマイナス）を正しくセットしてください。
・ショートさせたり、充電、分解、加熱、火のなかに入れたりしないでください。
・万一、電池からもれた液が目に入ったときはすぐに大量の水で洗い、医師に相談してください。ひふや服に付いたときは水で洗ってください。
●ぶつけたり、ふりまわすなど、乱暴な遊びをしないでください。
●画面を長時間、見続けないでください。

KONAMI

Digital Man

Instruction Manual

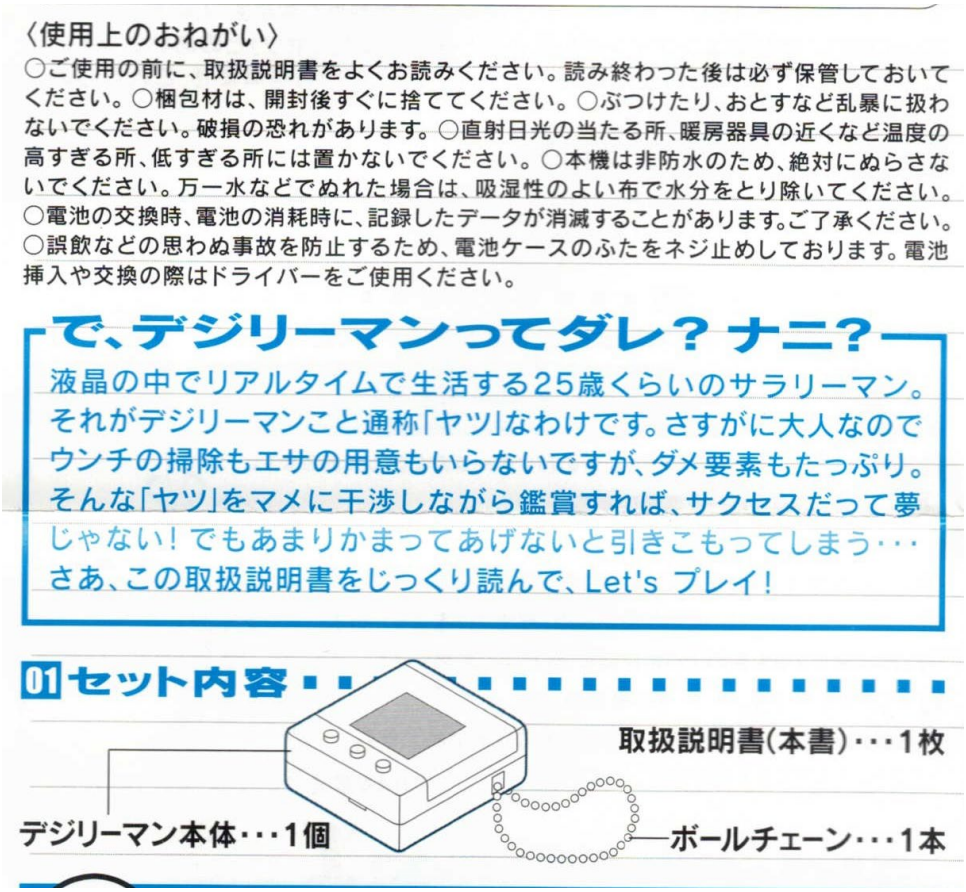
⚠️ **Attention**

Please be sure to read carefully.

- Be sure to read the instruction manual before use.
- LR44 button batteries can be dangerous if swallowed. Keep them out of reach of children. If swallowed, consult a doctor immediately.
- Using LR44 batteries improperly can lead to leakage, explosion, or damage. Please handle as follows:
    - Avoid contact between the terminals of batteries and other metals. Cover the terminals with tape when storing batteries.
    - Do not mix old and new batteries or different types of batteries. Insert the batteries with the correct polarity (+ and -).
    - Do not disassemble, short-circuit, heat, or throw the product into fire.
    - If battery fluid gets into your eyes, rinse thoroughly with water and consult a doctor immediately. If it gets on your skin or clothing, wash it off with water.
    - Avoid rough or reckless handling that may cause damage.
    - Avoid exposing the screen to direct sunlight or viewing it for prolonged periods.

For Proper Use

- Read this manual carefully before use, and store it safely after reading.
- Do not dispose of the packaging immediately after opening; keep it safe.
- Handle the product with care to prevent scratches or damage.
- Avoid exposing it to direct sunlight or placing it near heating devices. Do not place it in extremely high or low temperatures.
- The product is not waterproof. Do not expose it to water or other liquids.
- Use a screwdriver when inserting or replacing the batteries, and ensure the battery case is securely closed.



So, What Is a Digital Man? Who? What?

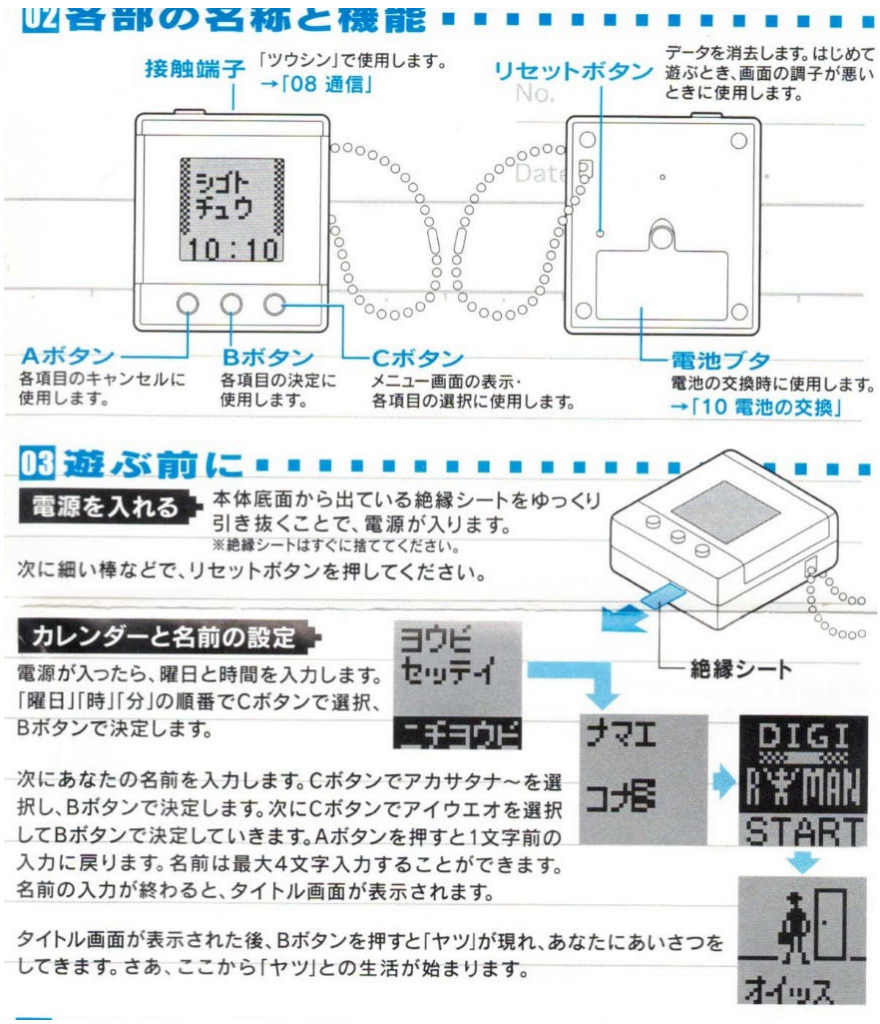
It’s a 25-year-old salaryman living in real-time inside a liquid crystal display. That’s your "Digital Man." Of course, he’s an adult, so you won’t have to clean up after him or prepare food for him like a pet. But he’s full of bad habits! By guiding this guy while monitoring his messy lifestyle, you can aim for success—or watch him spiral into chaos.
If you neglect him, he’ll sulk and stop trying.

So, read this manual carefully and—Let’s Play!

---

01 Set Contents

- Digital Man Main Unit: 1
- Instruction Manual (This Document): 1
- Ball Chain: 1



02 Names and Functions of Each Part

- **Contact Terminal** Used for "communication" → *[08 Communication]*
- **A Button** Used to cancel selections.
- **B Button** Used to confirm selections.
- **C Button** Used to display the menu screen and make selections.
- **Reset Button** Deletes data. Use this when starting over or if the game screen is not functioning properly.
- **Battery Cover** Used for replacing batteries. → *[10 Battery Replacement]*

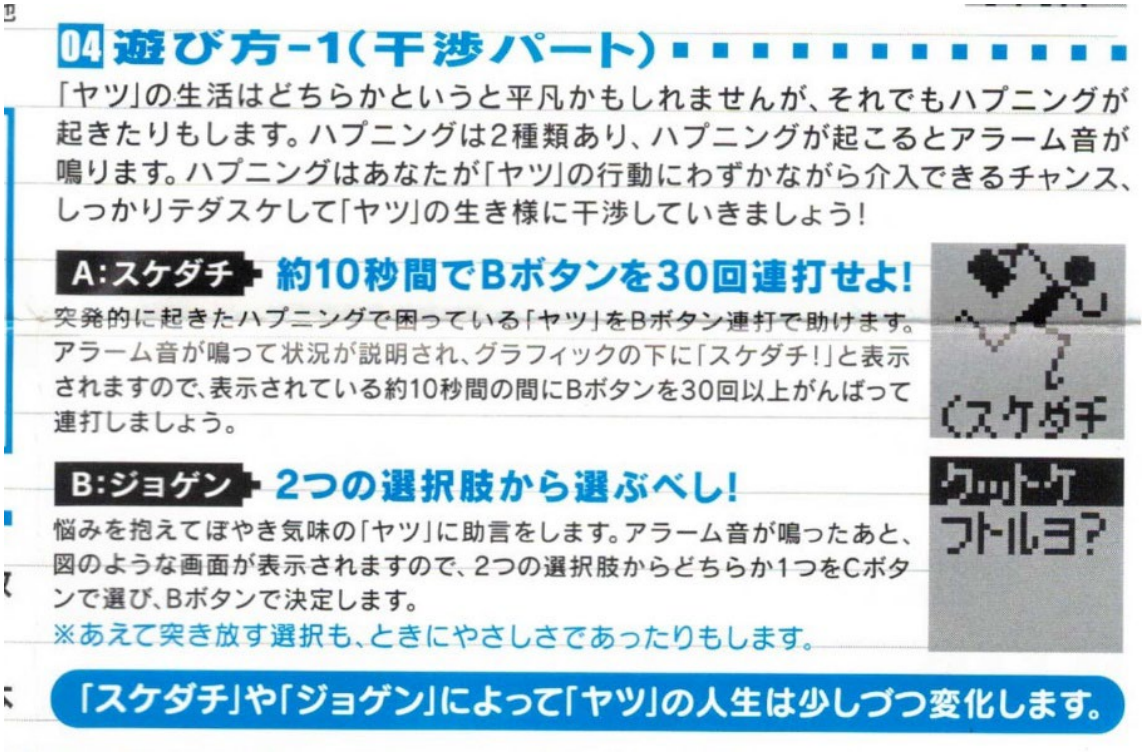
---

03 Before You Play

Gently pull out the insulating sheet extending from the bottom of the device to turn on the power. If it doesn't start, press the Reset button with a thin stick.

Setting the Calendar and Name

- After turning on the power, enter the day of the week and time. Use the C Button to toggle between *Day/Time* and select with the B Button.
- Next, enter your name. Use the C Button to choose between katakana characters, and press the B Button to confirm. Use the A Button to delete a character if needed. You can input up to four characters for your name. After inputting, your name will appear on the title screen.
- On the title screen, press the B Button, and the "Digital Man" will greet you as his new life begins.



04 How to Play - Part 1 (Intervention Mode)

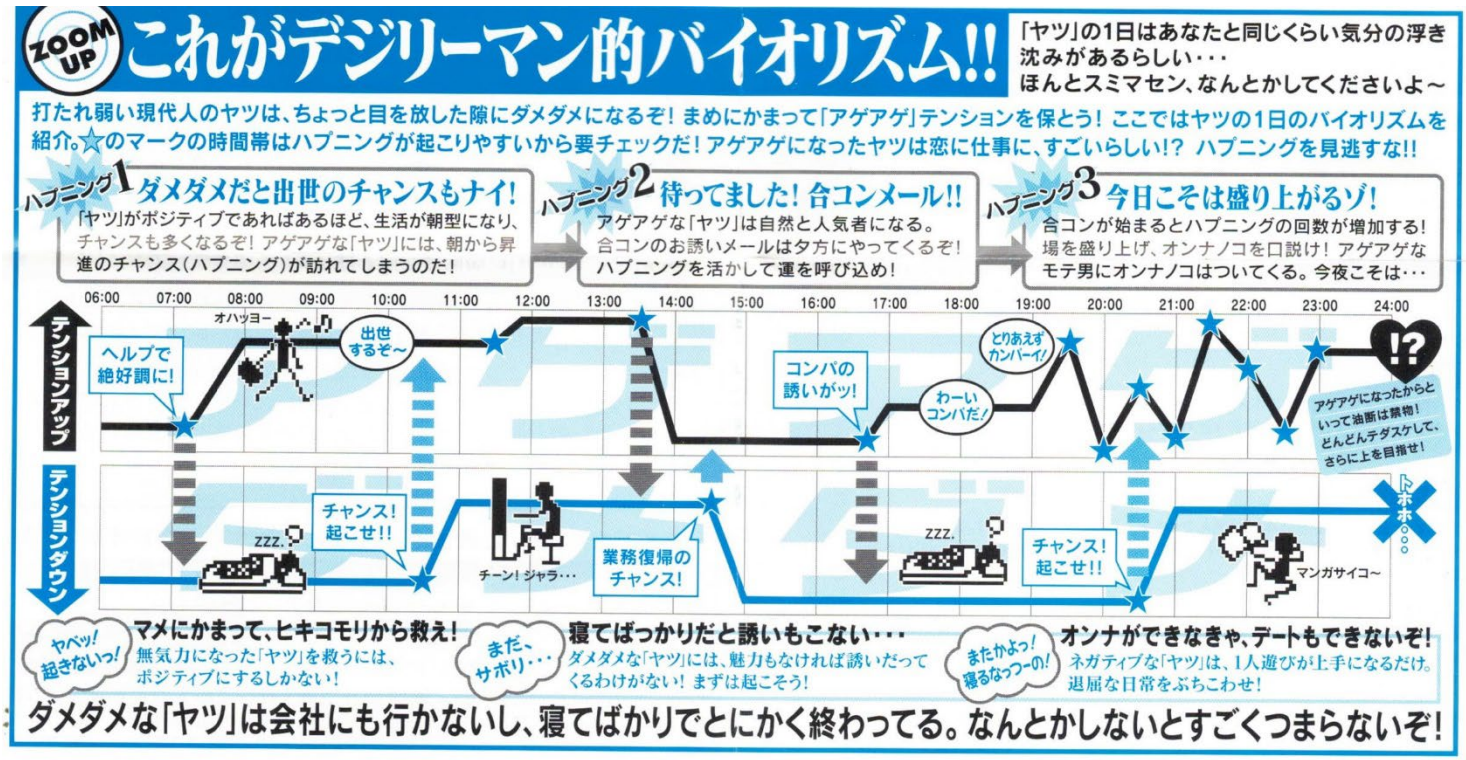
The life of "Digital Man" might seem ordinary at first, but unexpected events, or "Happenings," can occur. There are two types of Happenings, and when one occurs, an alarm will sound. These events give you a chance to intervene in "Digital Man's" life by carefully guiding his actions and improving his circumstances.

A: "Sukedachi" (Helping Out)
Press the B Button 30 times within 10 seconds!
When "Digital Man" is in trouble due to a sudden Happening, you can help him by repeatedly pressing the B Button. An alarm will sound, and an explanation of the situation will appear. The graphic will display "Sukedachi!" at the bottom, and you need to press the B Button 30 times or more within the 10 seconds shown.

B: "Janken" (Rock-Paper-Scissors)
Choose from two options!
When "Digital Man" faces a dilemma, you can advise him. After the alarm sounds, a screen with two options will appear. Select one using the C Button, and confirm with the B Button.

- *Note:* Sometimes, leaving the choice to fate might also work out with a bit of kindness or luck.

By participating in "Sukedachi" or "Janken," you can gradually change the course of "Digital Man's" life.



ZOOM UP: This Is the Biorhythm of Digital Man!!

The day of "Digital Man" mirrors the ups and downs of your own energy levels. If left unchecked, he might spiral into negativity! Let's look at his daily biorhythm—help him stay positive, focused on work, and ready for romance! Don't miss any Happenings!

Happening 1 Morning: If He Stays Negative, He'll Miss Every Opportunity!

The more positive "Digital Man" is, the better his chances in life. Keep him upbeat for more opportunities to rise and succeed! Morning Happenings often bring career advancement or other chances, so don't miss them!

Happening 2 Afternoon: The Invitation Mail Is Here!

When "Digital Man" is feeling positive, he naturally becomes popular. Invitations to group dates (*Goukon*) will come flooding in! Seize the Happening to bring good luck and romantic success!

Happening 3 Evening: Tonight's the Big Event!

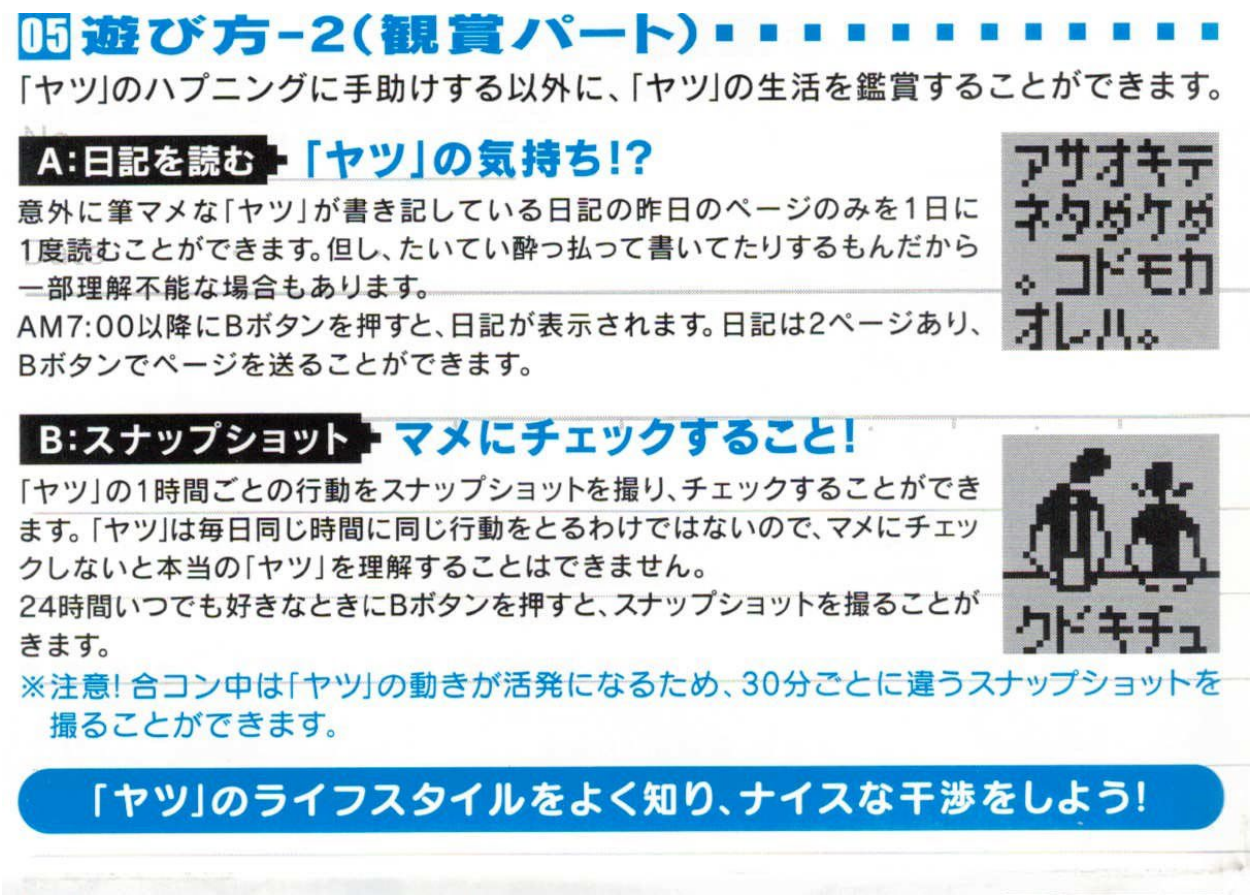
As the group date heats up, more Happenings occur! Keep the energy high and impress the ladies for ultimate success. A positive "Digital Man" will keep getting romantic opportunities. Tonight's the night to shine!

Daily Biorhythm Breakdown

- **6:00–9:00 AM: Morning Energy Boost**
  - "Good Morning!" Wake him up on time and set him up for a great day.
  - **If you neglect him:** He might stay in bed and lose out on opportunities.
- **12:00 PM: Work Mode**
  - Help him focus and seize career-related chances. A good work performance leads to recognition.
- **6:00–10:00 PM: Social Time**
  - "Wow, a group date invite!" A positive mood makes him shine during evening activities.
  - **If you fail:** He'll end up alone and bored.
- **10:00 PM–12:00 AM: Wrapping Up**
  - With positivity at its peak, "Digital Man" can end his day on a high note.
  - **If neglected:** He'll spiral into a negative slump, missing out on everything.

Key Points

- **Stay Positive to Avoid Boredom**: A negative "Digital Man" won't even get invited out! If he stays in bed all day, life becomes dull and uneventful.
- **Action Is Key**: Keep him motivated! Once he's upbeat, opportunities for work and romance will come naturally.



05 How to Play - Part 2 (Observation Mode)

In addition to assisting during Happenings, you can observe "Digital Man's" life in two ways:

A: Read the Diary - How Does "Digital Man" Feel?

You can read the diary "Digital Man" wrote about the previous day, but only once per day. However, keep in mind that he might write while drunk or not make much sense at times.

Starting at 7:00 AM, press the B Button to view the diary. The diary consists of two pages, and you can flip through the pages with the B Button.

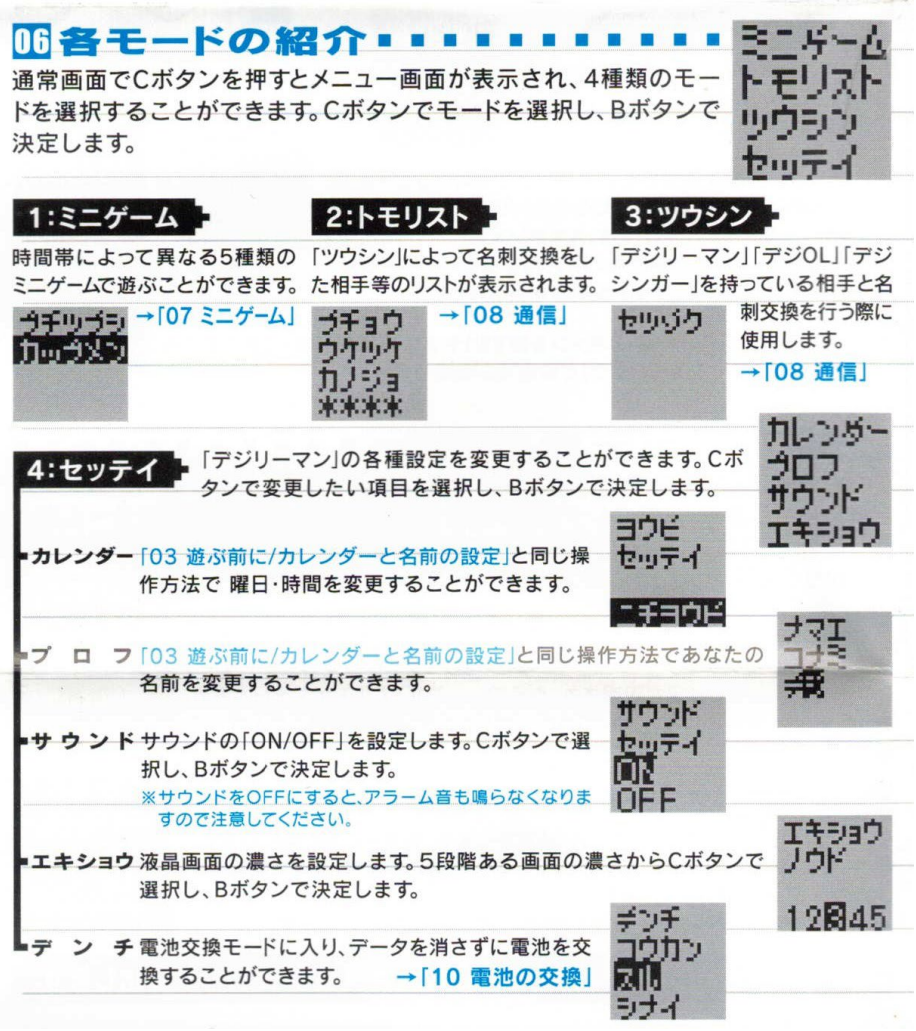
B: Snapshot - Check Regularly!

You can take snapshots of "Digital Man's" hourly actions and review them. Since "Digital Man" doesn't always follow the same routine every day, it's important to check frequently to truly understand his lifestyle.

Press the B Button at any time to take a snapshot of "Digital Man's" current activity over the 24-hour period.

- **Note**: During group dates (*Goukon*), "Digital Man's" activities become more dynamic, so taking a snapshot every 30 minutes might show something new.

Get to Know "Digital Man's" Lifestyle and Intervene Effectively!



06 Introduction to Each Mode

When you press the C Button on the normal screen, the menu screen will appear, and you can select from four modes. Use the C Button to navigate and the B Button to confirm your selection.

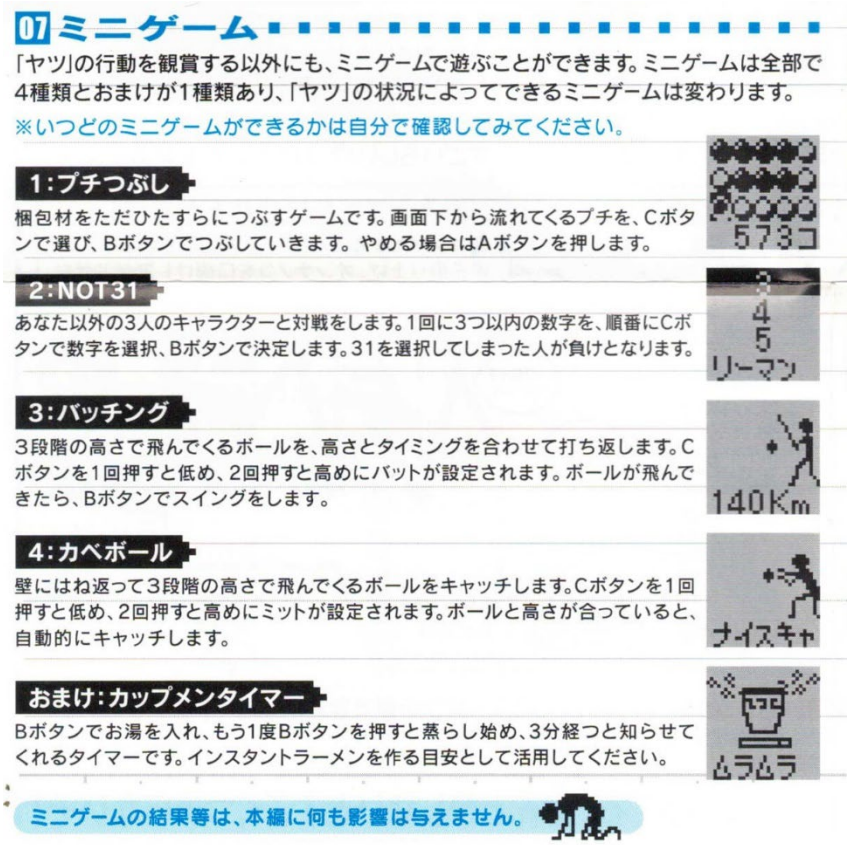
1: Mini-Games You can play five types of mini-games depending on the time. → *[07 Mini-Games]*

2: To-Do List Exchange contact information via "Communication." You can view the contact list of your partners and other details. → *[08 Communication]*

3: Communication Used when exchanging business cards with "Digital Man," "Digital OL," or "Digital Singles." → *[08 Communication]*

4: Settings You can change various settings for "Digital Man." Use the C Button to navigate the items, and the B Button to confirm your choice.

- **Calendar** Change the date and time using the same method as in *[03 Setting the Calendar and Name]*.
- **Profile** Edit "Digital Man's" name using the same method as in *[03 Setting the Calendar and Name]*.
- **Sound** Toggle sound ON/OFF. Select with the C Button and confirm with the B Button.
  Note: If you turn off the sound, alarm tones will no longer sound. Use with caution.
- **Contrast** Adjust the contrast of the LCD screen. Choose from five levels using the C Button, and confirm with the B Button.
- **Reset (Battery)** Clear the data and reset the device by replacing the batteries. → *[10 Battery Replacement]*



07 Mini-Games

In addition to observing "Digital Man's" actions, you can play mini-games. There are four main types of mini-games, with one additional game available depending on "Digital Man's" condition.

Check to see when each mini-game becomes available!

1: Bubble Popping (プチつぶし)

This is a game where you pop bubbles that rise from the bottom of the screen. Use the C Button to select a bubble and the B Button to pop it. If you want to quit, press the A Button.

2: NOT 31

Compete against three other characters. Take turns selecting numbers between 1 and 3 using the C Button, and confirm your selection with the B Button. Whoever ends up selecting 31 loses.

3: Batting (バッティング)

Hit a ball flying at three different levels by adjusting your timing. Use the C Button to adjust your bat's height: press once to set it low, press twice to set it high. When the ball comes, swing with the B Button.

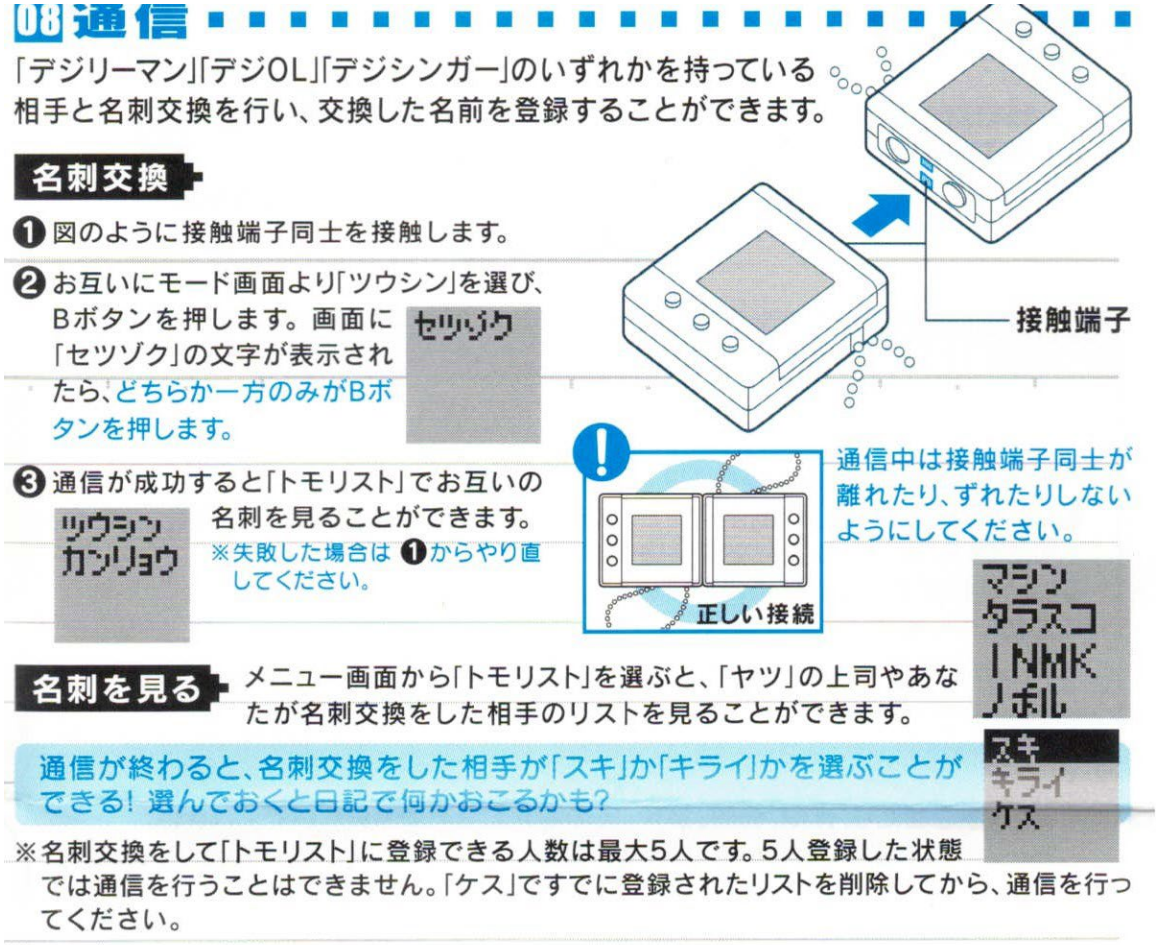
4: Wall Ball (カベボール)

Catch a ball rebounding off a wall at three different heights. Use the C Button: press once to set it low, press twice to set it high. When the ball's position matches your setting, it will be caught automatically.

Bonus: Cup Noodle Timer (カップメンタイマー)

Press the B Button to start boiling water, then press it again to begin steaming. After 3 minutes, the timer will alert you. Use this feature as a guide for making instant ramen.

Note: The outcomes of the mini-games do not affect the main game in any way.



08 Communication

You can exchange business cards with someone who has either a "Digital Man," "Digital OL," or "Digital Singles." The exchanged cards are then registered in the To-Do List.

Exchanging Business Cards

1. Connect the contact terminals of the two devices as shown.
2. On the menu screen, select "Communication" (*ツウシン*) and press the B Button. When the word "Set" (*セットク*) appears on the screen, only one person should press the B Button.
3. If the communication is successful, you can view each other's business cards in the "To-Do List."
   Note: If the exchange fails, start again from step 1.

Important Notes:

- While communicating, ensure that the contact terminals remain properly connected. Do not move or misalign the devices.
- A correct connection is shown in the diagram for reference.

Viewing Business Cards

- On the menu screen, select "To-Do List" (*トモリスト*). You can view the list of business cards you have exchanged with "Digital Man" or other characters.
- When communication ends, you'll be asked to select "Like" (*スキ*) or "Dislike" (*キライ*). You can record your choice for future reference!

Additional Information:

- The maximum number of business cards you can register in the "To-Do List" is five. If you've already registered five, you must delete one from the list before performing another communication.

---

09 別れ

スタートから13～18日がたつと、「ヤツ」との別れがやってきます。その際、あなたのプレイ内容に応じたエンディングを見ることができます。「ヤツ」とのあいさつを済ませると、そこで「ヤツ」との生活は終了です。「ヤツ」との別れを済ませ、これからの人生を応援してあげてください。

新たにゲームを始めたい場合は!

「ヤツ」との生活をきっぱりと終わらせるためにはリセットボタンを押し、「03 遊ぶ前に」からやり直してください。もう2度と同じ「ヤツ」には会えません。

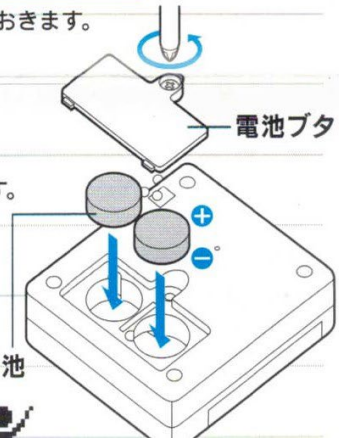
10 電池の交換

図のような画面が表示されたら、電池の交換を行ってください。

注意 電池交換の際は、下記の手順を60秒以内に行わないとデータが消失しますので注意してください。

1. 新品のLR44電池2個(別売り)を予めパッケージから出しておきます。
2. +(プラス)ドライバーを準備します。
3. 「セッテイ」より「デンチ」を選びます。
4. 「スル」を選び、画面が消えていることを確認します。
5. +(プラス)ドライバーでネジをゆるめ、電池ブタをはずします。
6. LR44電池2個を図のように交換し、電池ブタを閉じます。
7. +(プラス)ドライバーで、ネジを締めます。
8. Bボタンを押すと画面が表示され、電池の交換は終了です。

※電池を入れる際には+-(プラス、マイナス)の向きに注意してください。



09 Farewell

After 13 to 18 days from the start, the time will come to say goodbye to "Digital Man." At that point, you'll see an ending that reflects your gameplay choices. Once you've said goodbye to "Digital Man," his life comes to an end. Support him until the very end of his journey.

If You Want to Start a New Game!

To end "Digital Man's" life and start over, press the Reset Button and restart from *[03 Before You Play]*. Note that you will never meet the same "Digital Man" again.

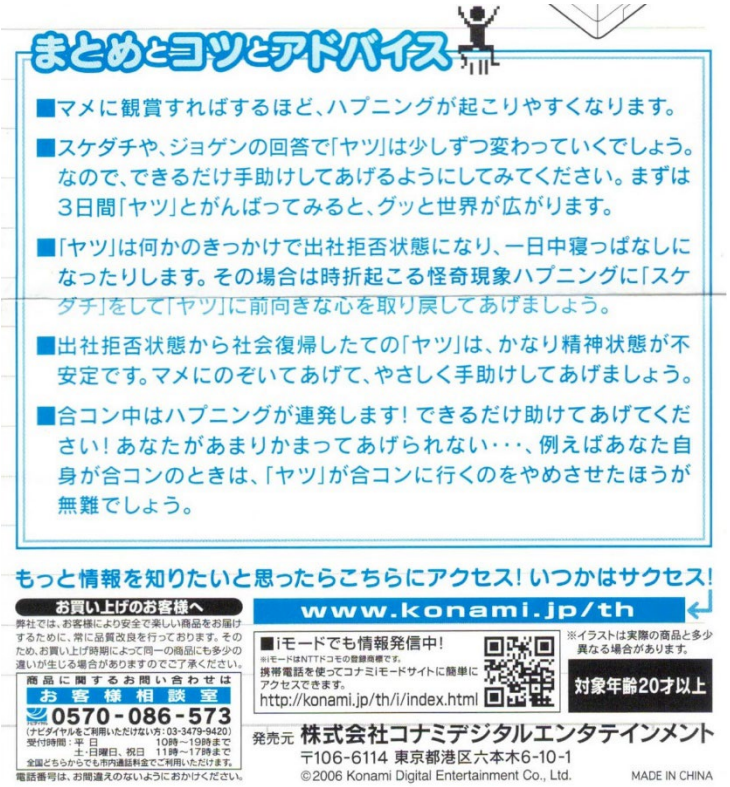
---

10 Battery Replacement

When the screen displays the battery icon, replace the batteries following these instructions. ⚠️ **Warning** You must complete the steps below within 60 seconds when replacing the batteries, or all data will be lost. Proceed carefully.

1. Prepare two new LR44 batteries (sold separately) and take them out of the package.
2. Prepare a "+" (Phillips) screwdriver.
3. Select "Set" (*セット*) or "Standby" (*テンチ*).
4. Select "OFF" (*スル*) and make sure the screen turns off.
5. Loosen the battery cover screw and remove the cover.
6. Replace the old LR44 batteries with new ones, then close the battery cover.
7. Use the screwdriver to tighten the cover securely.
8. Press the B Button to confirm the replacement is complete.

Note: When inserting batteries, ensure they are oriented correctly (+ and -).



Summary, Tips, and Advice

- The more carefully you observe "Digital Man," the more likely Happenings will occur.
- How you respond to "Sukedachi" (Helping Out) and "Janken" (Rock-Paper-Scissors) will gradually influence "Digital Man's" behavior. Try to assist him whenever possible. First, encourage "Digital Man" to put in effort for three days—it could lead to a brighter future for him.
- Sometimes, "Digital Man" might fall into a state of withdrawal or denial, refusing to leave the house and sleeping all day. If this happens, use the "Sukedachi" option during Happenings to motivate him and help him regain his spirit.
- Even after returning to society, "Digital Man" might remain mentally unstable. Keep an eye on him and gently guide him back to stability.
- Group dates (*Goukon*) are full of unexpected Happenings! Do your best to support "Digital Man" as much as you can. However, if you get too involved—like if you yourself are going to a group date—it might be better to let "Digital Man" skip it to avoid unnecessary complications.

For more information, visit: www.konami.jp/th

Customer Service Information
For Customers Who Have Purchased This Product:
If you have any questions or issues, please feel free to contact us. Provide the product name and purchase date for faster assistance.

- Customer Consultation Center: **0570-086-573**
- Open Weekdays: 10 AM–5 PM (Excludes holidays, year-end, and New Year periods.)

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